He has one night to get to Hamish and awaken him by using his ghostly wiles. Failure to do so between sunset and sunrise will see Blinky banished from haunting duties and returned to the ghost school for another century, to await there next available mystic night.

Another hundred years at school – UGH!! he must succeed – but it won't be easy!

The creepies and slimies that inhabit the castle don't like intruders and hamish has set Ghost busting traps which he learned from his forefathers.

The energy sucking defenders won't give up easily but even their powers to exterminate wispy infiltrators can be overcome.

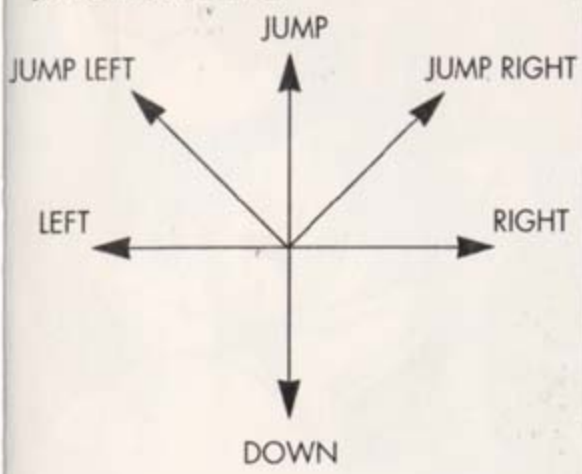
Blinky must find and consume the magic potions, using all his supernatural powers to collect the powerful artifacts.

Hamish, who is busy putting on his nightcap before blowing out his candle, may be in for quite a rude awakening.

Blinky has one night to arouse Hamish from his sweet dreams and tonight is the night.

CONTROLS

JOYSTICK PORT 0



"FIRE"
Picks up an object

SELECT – Pause
START – Unpause
OPTION – Quits game when paused